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IMPLEMENTATION OF GAME-BASED LEARNING IN ENTREPRENEUR EDUCATION USING THE PROTOTYPE METHOD

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Abstract The aim of this study was to analyse the impact of Game-based Learning on entrepreneur education using the prototype method. The prototype method was used in this study, consisting of five stages: data collection, system analysis, coding, implementation, and maintenance. Through Game-based learning, students were able to engage in a game related to entrepreneurship, comprising of puzzles and questions, in the form of a web application. Game-based learning was designed to help students understand common knowledge about entrepreneurship, and the researchers hope that it will encourage them to learn more about entrepreneurship and ultimately motivate them to become entrepreneurs. © School of Engineering, Taylor's University.

Author keywords Entrepreneur education; Game-based learning; Prototype method SciVal Topics Metrics Funding details

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